

ABSTRACT

[0118] A system and method for building a representation of a graphical user interface (GUI), comprising generating a class, generating a first representation of the GUI, wherein the class can produce a second representation GUI based on the first representation, generating a second representation of the GUI from the class, wherein the second representation includes at least one control, and wherein the first representation can include at least one of hierarchical relationships among controls, control properties, and control event information.